

# State of Utah DEPARTMENT OF NATURAL RESOURCES Division of Oil, Gas & Mining

MICHAEL R. STYLER Executive Director JOHN R. BAZA Division Director

## Inspection Report Minerals Regulatory Program May 28, 2013

Reviewed:	PRI	13
	1	1

Mine Name: Torrey Buff South	Permit Number: S/055/0022		
Operator Name: Quality Building Stone	Inspection Date: May 22, 2013		
Inspector(s): Wayne Western	Time:		
Other Participants: none	Mine Status: ACT		
Weather Condition: 70's clear skies	Last Inspection: April 21, 2011		
Bond Renewal Date: 01/12/2009	Bond Amount: \$14,000.00		
Surface Ownership: BLM	Mineral Ownership: BLM		
Last Year of Production: 2011	Acreage: 4 acres		

	Elements of Inspection	Evaluated	Comment	Enforcement
1.	Permits, Revisions, Transfer,			
2.	Bond/Bond Release			$\overline{\Box}$
3.	Annual Fees			ī
4.	Annual Report	П	П	ī
5.	Public Safety (shafts, adits, trash, signs, highwalls)		ā	
6.	Protection of Drainages / Erosion Control			П
7.	Deleterious Material			Ē
8.	Roads (maintenance, surfacing, dust control, safety)		$\overline{\Box}$	ī
9.	Concurrent Reclamation			
10.	Backfilling/Grading (trenches, pits, roads, highwalls, shafts, drill holes)			
11.	Water Impoundments		П	
12.	Soils			
13.	Re-vegetation		Ō	ī
14.	Air Quality	ī	ī	П
15.	Other			

#### **Purpose of Inspection:**

This was a routine inspection.

#### **Inspection Summary:**

Permit fees were not paid in 2013. The Permittee should be reminded to pay permit fees.

Bond was set for renewal on January 12, 2009.

The site was stable.

The site was inactive during the inspection.

Inspection Date: May 22, 2013

Page 2 of 4 S/055/0022

### **Conclusions and Recommendations:**

The Division should continue to monitor the site.

The Division should follow up on the bond and permit fees.

**Directions to Site:** 

Inspector's Signature

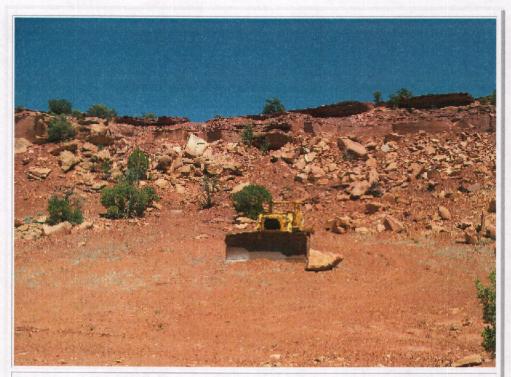
WHW:

cc: (OPERATOR)

John Reay, Hanksville BLM

Sue Fivecoat, Hanksville BLM O:\M055-Wayne\S0550022-HansenTorreyBuff\inspections\Insp-05222013.doc

aly Water



Equipment on site

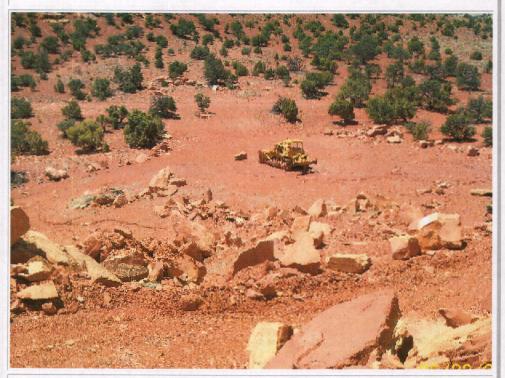
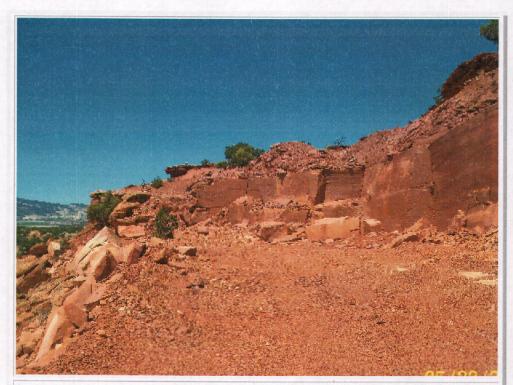
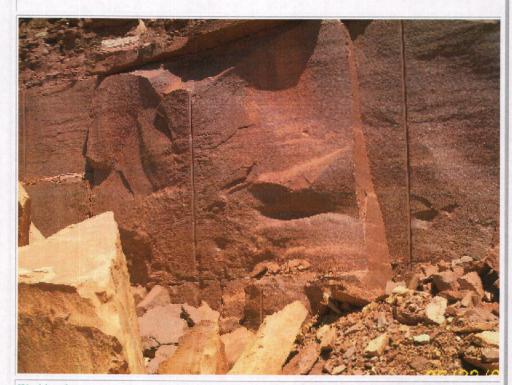


Photo from on top



Working face



Working face